



ACTIVISION[®]

VIDEO GAME CARTRIDGE CATALOG.

WINTER/SPRING 1983

**FOR USE WITH
THE ATARI[®] 2600
VIDEO COMPUTER SYSTEM[™]
AND INTELLIVISION[®] SYSTEMS.**

WE PUT YOU IN THE GAME.

THE ACTIVISION® ADVENTURE

The moment you insert an Activision® video game into your Atari® 2600™ Video Computer System™ or your Sears Tele-Games® Video Arcade™, you will embark on adventure that will leave other home video games far behind.

You will experience a world that totally encompasses your mind and senses. A world of incredibly involving Sports games, Strategy games and Action games.



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Tele-Games® and Video Arcade™ are trademarks of Sears, Roebuck and Co.



Now available



Designed by Carol Shaw. Your mission is to destroy enemy bridges, ships, aircraft and fuel depots along a heavily fortified inland waterway. And it won't be pretty, because you'll be coming in low, through a narrowing valley, and the enemy will be throwing everything it has at you. You'll really have to earn your wings with River Raid.™



Now available



Designed by Larry Miller. Monstrous spiders are determined to turn your peaceful orchard into a war zone. They spring into action, laying eggs that quickly turn into fearsome fighters. Your remote control bug blaster zaps them into bug heaven, if they don't get you first. Vibrant graphics, spooky sounds, and enough challenge to "bug" the most dedicated video game player.



**Coming in
February 1983**



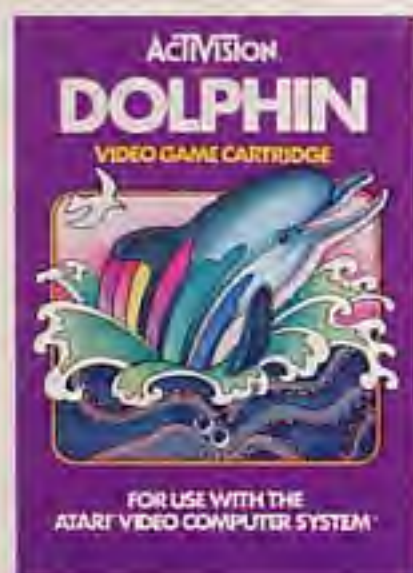
Designed by Steve Cartwright. Get your sea legs, because this new submarine adventure game has just been launched. Your divers have finally located the greatest sunken treasure on the ocean floor, but getting back to the mother ship could get a little tricky. Your men have been spotted by a fleet of pirate scavengers and if they don't get 'em, the killer sharks might.



**Coming in
March 1983**



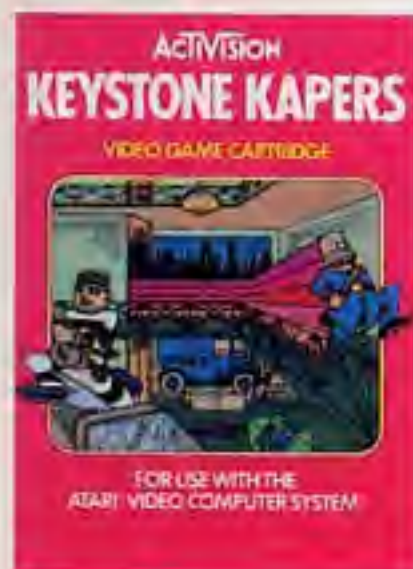
Designed by Mike Lorenzen, with three oinks and a growl. Three partly parkers are worried about their houses. No, they're not going condo, but the wolf is at the door and he's blowing like crazy. First, there's a house of straw, then one of wood, and then one of brick. They're all victims of the wolf's incredibly bad breath. Unless, of course, the home-owning oinkers can repair the damage faster than the wolf can cause it. Home remodeling has at last, become a ball.



**Coming in
April 1983**



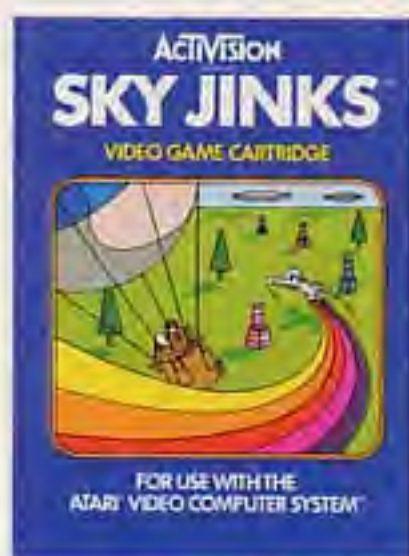
Designed by Matthew Hubbard, Dolphin™ is ready to ride the wave. Make way for the first game to use sound effects to let you know of off-screen hazards and escape routes that are looming ahead. You're being chased by a hungry sea monster. As the sun moves across the horizon, you must make your way through schools of sea horses and try to catch the power of the magic seagull. Being chased by a sea monster has never been this exciting before.



**Coming in
April 1983**



Designed by Garry Kitchen to floor you. Start with one greedy burglar. Next, put him in "Burglar-Heaven," in this case, a large, metropolitan department store. He starts swiping things, of course. But wait, you're the blue clad, perplexed policeman with a bowler hat assigned to stop him. From floor to floor, up and down escalators and elevators, the stumbling, bumbling, fumbling, chase is on. For people who love video games, this is exactly the right department.



Designed by Bob Whitehead. A devilishly dangerous air race! In your effort to break the speed record, you'll bank around pylons, dodge tree tops and zoom through passing clouds. Look out! Hot air balloons dead ahead! Sky Jinks™ has all the chills and spills of an old time air race. Just remember: There's no speed limit in the sky!



Designed by Steve Cartwright. This game is a space nightmare! Imagine, fighting off multiple waves of the strangest objects ever to defy the laws of gravity. Celestial dice, spinning bow-ties, furious flying widgets and even hostile hamburgers. And they drop round after round of deadly disintegrators. You'd better hope you and your courage are wide awake when you play MegaMania™

**1983 Arcade Awards:
Most Humorous
Home/Arcade Game.**



**1983 Arcade Awards:
Best Video Game
Adventure.**



Designed by David Crane. Seek out the lost treasures of an ancient civilization hidden deep within the forbidding jungle. Swing through trees, jump over bottomless pits and journey through underground passageways, avoiding the perils of the jungle—crocodiles and cobras, scorpions and quicksand. All to find the treasure—in Pitfall!™



**1983 Arcade Awards:
Certificate of Merit
(Video Game of the
Year.)**



Designed by Alan Miller. You're in the cockpit of an intergalactic spacecraft. Your mission: Defend your starbases against attacking enemy starfighters. Galactic charts pinpoint enemy targets. Meteor showers slow your attack. And enemy particle cannons can quickly send you to your starbase for repairs. Computer readouts reveal energy levels, ship damage and more. Starmaster™ is one of the most sophisticated space games available.



**1983 Arcade Awards:
Best Action Video
Game.**



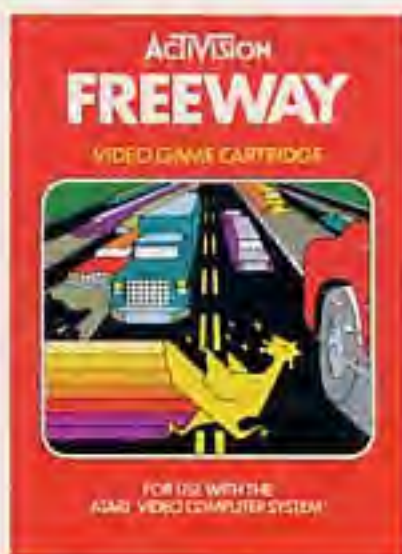
Designed by Bob Whitehead. You're flying escort for a truck convoy of medical supplies. Suddenly, enemy aircraft show up on your long-range scanner. You whip your chopper around, blanketing the sky with laser rockets. The enemy responds with multi-warhead missiles. Chopper Command™ could be the most demanding video battle ever conceived!



**1982 Arcade Alley
Award Winner, Best
Audio and Visual
Effects.
Certified One
Million Seller.**



Designed by Larry Kaplan. It looks very simple. You have three buckets of water. The cute little guy up on the wall has a whole bunch of bombs. He tosses the bombs, and you catch them. Like we said, "Very simple." PS. Before you know it, bombs are falling at a rate of 13 per second! Is the hand really quicker than the eye? Try Kaboom!™ and find out.



**Honorable Mention,
1982 Arcade Alley
Awards: Most
Innovative Game.**



Designed by David Crane. You see, there's this chicken. And he decides he wants to cross the road. Familiar story, right? Except, this time the road is a freeway, and it's rush hour! Your task is to guide the poor chicken to the other side of the freeway. Get the picture? And if you get the game, you'll agree there's never been anything like Freeway.®



Designed by Bob Whitehead. Ready for a little roundup? With Stampede® you'll have to ride fast and rope even faster. Those little dogies seem to be everywhere, and they're all worth points. But, be careful! Your ol' horse can get a little edgy, especially when you take your eyes off the trail. Head out West for hours of fun with Stampede!®

ACTION GAMES



Designed by Steve Cartwright. Fasten your seatbelts! This flight is going to be very rough and lots of fun. It's Barnstorming™. A brilliant achievement in realistic video game graphics. Fly a biplane through barns, over windmills, and through flocks of geese. Here's where state-of-the-art game design meets seat-of-the-pants aviation.



Designed by David Crane. Presenting a space shoot-out the likes of which you've never seen or heard before. As Commander of a fleet of intergalactic spacecraft, you come upon some very unfriendly alien types. Get them before they get you and you're awarded points. Brilliant colors and startling sound effects make Laser Blast® an all-time space video classic.

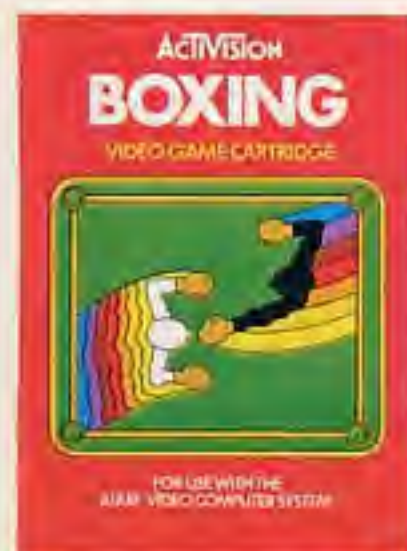
**Honorable Mention,
1982 Arcade Alley
Awards: Best Science
Fiction Game.
Certified One Million
Seller.**



1981 Arcade Alley Award Winner, Best Audio and Visual Effects.



Designed by David Crane. A relaxing afternoon at the ol' fishing hole? Not quite. The bay's full of beautiful sunfish alright, and all you have to do is land 'em faster than your opponent. But there's just one small hitch. Watch out for that shark! His voracious appetite makes Fishing Derby® a constant challenge.



1981 Arcade Alley Award Winner, Best Competitive Game. Honorable Mention: Best Sports Game 1981.



Designed by Bob Whitehead. At the sound of the bell, come out swinging. Go toe to toe with the computer or a friend. It's fast and furious action that's sure to leave you exhausted. But, be careful! Don't get pinned to the ropes. Knock-outs are part of the action, too!



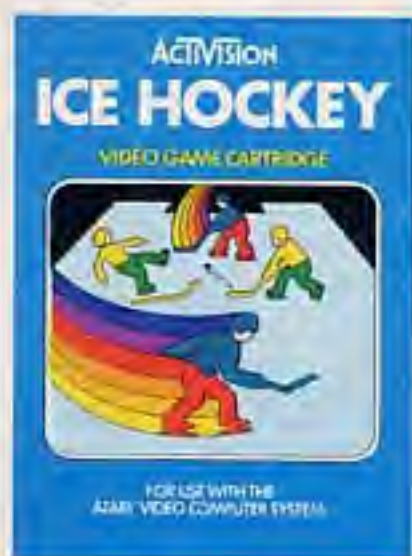
Designed by Alan Miller. Never wait for a court again. Tennis offers all the challenge and excitement of tennis right on your own TV. Charging players can rush the net, lay back and play the baseline, or roam the court. It's tennis action so remarkably real, the ball's even got a shadow! Loads of fun for all game fans.

**Honorable Mention,
1981 Arcade Alley
Awards: Best Head-to-
Head, Best Sports,
Most Innovative
Game.**



Designed by Bob Whitehead. Challenge yourself to a wide variety of high-speed downhill or slalom runs. Trees and moguls rush by as you race through the courses. Designed for everyone from novice to pro. Why, even if you hate snow, you'll love the fun of Skiing.

**1981 Arcade Alley
Award Winner, Best
Solitaire Game.**



**1983 Arcade Awards:
Best Sports Video
Game.**



Designed by Alan Miller. Face off! Fight for the puck. Skate down ice past the defender for a slap-shot! Then, hurry back on defense as your opponent's goalie makes a remarkable save and a long pass to his forward. Here's fantastic head-to-head competition right at your fingertips. So real, it'll knock you off your skates!



Designed by David Crane. Watch the countdown, shift gears, pop the clutch and burn rubber! You can rev your engine, but be careful not to blow it. True-to-life sound effects and gruelling competition bring all the action of the dragstrip right into your living room!

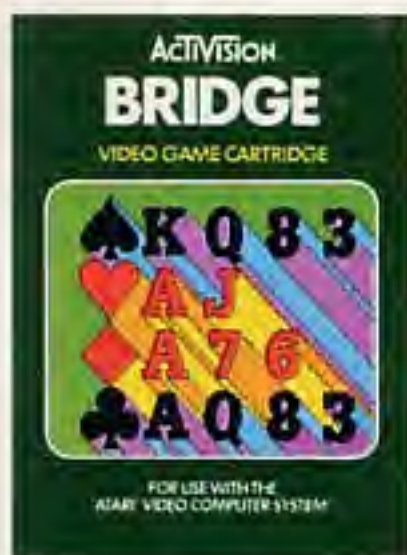


Designed by David Crane. You've always had a secret fantasy about driving in the big race? Well, here's your very own Grand Prix.™ You'll steer a course around other drivers, ease by oil slicks, zoom across bridges, with time your foremost enemy. Plus all the sound and fury of the real thing. Gentlemen (and ladies), start your engines.

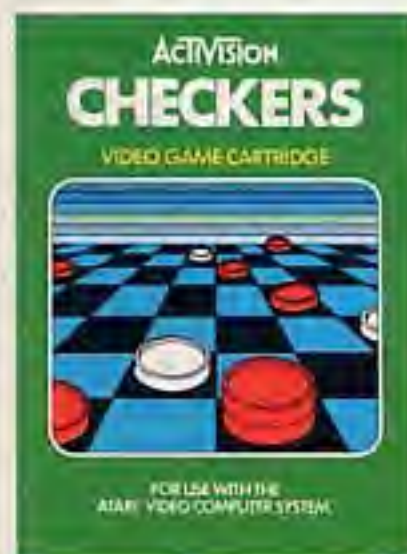
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Designed by Larry Kaplan. Presenting the ultimate solitaire bridge game! Bridge deals hundreds of millions of hands at random and provides a computer partner who bids by the rules. After you've established a contract, the computer plays as your opponents. It's a great way to sharpen your skills. Never be without a bridge game again. It's heaven!



Designed by Alan Miller. Checkers Activision-style is a whole new challenge. There are three different skill levels to choose from. Warm up with novice, and then tackle the tougher levels. Your computer opponent plots the results of each of his available moves and then picks the one that's toughest on you. You'll find the computer a more-than-worthy opponent.

OUR FIRST TWO FOR INTELLIVISION®

The extraordinary playability, originality, sound effects and graphics of Activision® video game cartridges are here for Intellivision®. Pitfall!™, our smash hit jungle adventure game, and Stampede®, our classic western roundup, start the series. And there are plenty more on the way! All great fun. All exciting. All by Activision.

Also for use with the Sears Tele-Games® Super Video Arcade™

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Intellivision® is a trademark of Mattel, Inc.



Designed by David Crane, Danger lurks at every turn as Pitfall!™ brings a jungle no-man's land to life for Intellivision® owners. Jump into the shoes of Pitfall Harry as he leads you on an incredible adventure in search of lost treasures. You'll race against time, through a maze of jungle scenes, fighting off one deadly peril after another.



Designed by Bob Whitehead, Yahoo! Stampede® is bringing some kind of fun to Intellivision® owners. And some kind of challenge. The object of this tricky little game is to lasso as many stampeding calves as possible. Practice by yourself, or challenge a friend. But, hang on to your hat, keep your eyes on the trail, and round 'em up!



JOIN THE ACTIVISION TEAMS

Many Activision games recognize high-scoring players with special insignia. Consult the various game instruction booklets for details on how to become a member of one of these elite organizations.



JOIN THE ACTIVISION TEAMS





ACTIVISION®

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